SUNSOFT® for the Nintendo Entertainment System™

EmuMovies

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SUNSOFT® for the Nintendo Entertainment System™

BATMAN™ RETURN OF THE JOKER™

INSTRUCTION MANUAL

SUNSOFT® Limited Warranty

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Advisory

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Sunsoft® nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank You

. . . for purchasing the SUNSOFT "Batman™ Return of The Joker™" game pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

Precautions

- Be sure power is OFF before inserting or removing the cartridge from the unit.
- This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures.
- Do not bend, crush, submerge in liquids or attempt to take the cartridge apart.
- Avoid touching the connectors and be sure to keep them clean and dry.
- Be sure to take an occasional recess during extended game play.

Contents

Game Overview 3
Game Story 4
Play Control Operation 5
Attack Methods 6
Wrist Protector Ammunitions 7
Backpack Invincibility 7
Backpack Super Power Up 8
Backpack Energy Capsules 8
Boss Stages 9
Game Play Screen 9
Password Screen 10
Continue Screen 11
Life Increments 11
Stages of Game Play 12

Game Overview

Batman™ Return of The Joker™ is a one-player game with multi-directional scrolling capability. It consists of seven stages — each containing sublevels. The main objective of the game is to eliminate the henchmen or obstacles that block the pathway forward which leads to The Joker's hideaway. During your course you must pick up weapons and energy capsules which will help boost your offensive and defensive power. At the end of each stage (with the exception of stages two and five) the player must confront one of the many bosses. Each boss must be defeated before the player can move on to the next stage of game play.

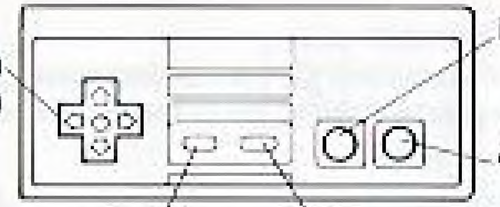
Game Story

Precious metals are mysteriously missing from Gotham City™ mines. One of these metals has a highly toxic composition which is used to build explosives for missiles. Gotham City police have exhausted their resources and frantically call to Batman for help. He knows this scheme can only be the insane workings of one criminal mastermind . . . The Joker™ has returned!

Batman must follow the trail leading to the location of The Joker's secret hideaway before it's too late. It won't be easy though. The Caped Crusader™ must use his new arsenal of weapons to foil The Joker's evil henchmen and rely on his acrobatic strength and wit to overcome the obstacles that block his way.

Gotham City is relying on you to stop the Return of The Joker!

Play Control Operation



A-Button: Press to jump

D-Button Down + A-Button: Press to slide

B-Button: Press to use wrist projector

D-Button:

- **Down:** Duck
- **Up:** Aim weapon upwards
- **Left:** Move Batman left
- **Right:** Move Batman right

Start Button: Press to start game play
Press to pause game play
Password will appear on the pause screen.

Attack Methods

1) SLIDE ATTACK
Pressing both the D-Button downwards and the A-Button simultaneously will cause Batman to slide in the direction he is facing. Only certain enemies can be destroyed by this attack.

2) BASIC ATTACK
Batman is equipped with a wrist projector which will fire different ammunition at the enemy when the B-Button is pressed. Each ammunition can be powered up by holding the B-Button down for a short period of time. Then let go of the button to fire. This weapon power-up produces a more powerful blast.

Note: Batman's starting weapon cannot be powered up.
Power-up does not work with turbo joystick on turbo.

Wrist Projector Ammunition

C — **CROSS BOW**
Blasts out a powerful arrow. When this hits the enemy it will explode.

B — **BATARANG™**
Standard boomerang-style weapon which automatically chases the enemy.

N — **SONIC NEUTRALIZER**
Shoots two sets of Batarangs in a criss-cross pattern.

S — **SHIELD STAR**
Throws a star-shaped dart in three directions.

Backpack Invincibility

BACKPACK ENERGY CAPSULE
Collect eight of these for invincible energy.

By collecting eight of the energy capsules Batman will become invincible to any enemy. This is indicated when Batman's costume becomes a bright gold color. However, his invincibility only lasts a few moments.

Backpack Super Power Up

Once you have collected the eight energy capsules, hold down the B-Button for a period of time. Batman will turn white and laser lights will explode and destroy all the enemies on the screen. This "Super Power Up" only lasts a second and will use up all of the eight energy capsules.

Backpack Energy Capsules

Each power capsule collected equals one increment on your screen. When eight capsules are collected Batman will turn invincible for a few moments. When he returns to normal the gauge will be empty and you must collect more power capsules to fill it up again.

Boss Stages

After successfully completing a level, Batman will be challenged by one of The Joker's many bosses or evil inventions. During the boss stage you can determine how much power Batman or the boss has remaining by reading the life meter of each character indicated at the bottom of your screen. The life gauge is measured by numbers. The bosses become increasingly difficult as you progress through the levels. The more difficult a boss is to destroy the higher the number in his life gauge. When the life gauge reaches zero, the character is defeated.

Game Play Screen

Password Screen

1) VIEW THE PASSWORD

Each level has a corresponding password. Before you stop playing, check the password by pressing the Start Button. You must check the password during game play because it will not be shown once the game is over. The password for the level in which you are playing will appear on the screen. Write it down so that you can insert it the next time you want to resume game play. You will begin at the level you left off.

2) INSERT THE PASSWORD

At the beginning of your next game, select the password screen by hitting the Start Button. Insert the password by using the D-Button up or down to select letters and left or right to move the cursor. Once the password is inserted, you can start game play by pressing either the A, B, or Start Buttons.

Note: You will resume play at the very beginning of the level where you left off. You cannot resume play at a boss level. You must play through the entire level.

Continue Screen

Batman has three power lives. When all three power lives are lost the game is over. At the end of each game, you will have nine seconds to choose to continue your game. If you choose to continue game play, press the start button and you will resume at the very beginning of the level where you left off. If you do not want to continue playing, you can start where you left off by inserting the password the next time you play. You can continue as many times as you want.

Life Increments

Batman has three power lives. When Batman is injured, increments are lost. When all increments are gone, one power life is lost. When all three power lives are lost, the game is over.

To view the number of lives remaining, hit the Pause Button. The screen will tell you how many are left in the game.

Stages of Game Play

STAGE 1

GOTHAM CITY CATHEDRAL
1-1 Cathedral
1-2 City Rooftops
BOSS: Ace Ranger

STAGE 2

THE JOKER'S WAREHOUSE
2-1 Assembly Line
2-2 Weapons Plant

STAGE 3

SNOW MOUNTAIN
3-1 Ice Valley
3-2 Excavation Mine
BOSS: Minedroid

STAGE 4

REFINERY
4-1 Weapons Express
4-2 Assembly Plant
BOSS: Master C.P.U.

STAGE 5

UNDERGROUND CONDUIT
5-1 Sewer System
5-2 Deserted Tunnel

STAGE 6

AMMUNITION BASE
6-1 Missile Silo
6-2 Tank #329
BOSS: The Joker

STAGE 7

ISLAND OF HA-HACIENDA™
7-1 Tiki Jungle
BOSS: Final Battle?

FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.